Ellis Music Technology Week 3 & 4

ELLIS - MUSIC TECHNOLOGY

Student Name:	Class Period:

Students must answer the following prompts on the blank sheets of paper attached to this page. All answers must be at least one paragraph long, and must contain complete sentences.

Week of April 13 - 17 | Complete By: April 17th - May turn everything in together on April 24th

- 1. Weekly Reflection What did you do this week? What was your peak (highest, or best moment in the week), and what was your pit (lowest, or worst moment in the week)? What is one goal that you want to accomplish next week, and how do you plan on accomplishing it?
- 2. What did you learn most from Lesson One in Logic (Creating a song with loops)? What did you find to be difficult? Easy?
 - a. Objectives Recap
 - i. Producing a one-minute instrumental piece using prerecorded media
 - ii. Exploring the Logic Pro X interface
 - iii. Moving, copying, looping, and trimming regions
- 3. What did you learn most from Lesson Two in Logic (Recording audio)? What did you find most difficult? Easy?
 - a. Objectives Recap
 - i. Choosing digital audio settings
 - ii. Recording single, and multitrack audio
 - iii. Recording additional takes
 - iv. Recording in cycle mode
 - v. Punching in, and punching out
 - vi. Adjusting Count-in, metronome, and other settings

Week of April 20 - 24 | Due Date: April 24th

- 1. Weekly Reflection What did you do this week? What was your peak (highest, or best moment in the week), and what was your pit (lowest, or worst moment in the week)? What is one goal that you want to accomplish next week, and how do you plan on accomplishing it?
- What did you learn most from Lesson Three in Logic (Editing audio)? What did you find most difficult? Easy?
 - a. Objectives Recap
 - i. Assigning left-click and Command-click tools
 - ii. Editing audios in the workspace
 - iii. Utilizing fade and crossfade
 - iv. Creating a composite take with multiple takes inside
 - v. Importing Audio files
 - vi. Aligning audio using the Flex tool
- 3. What did you learn most from Lesson Four in Logic (Producing a Virtual Drum Track)? What did you find most difficult? Easy?
 - a. Objectives Recap
 - i. Creating a new project with a Drummer track
 - ii. Choosing a drummer and a drum kit
 - iii. Editing the drummer performance
 - iv. Arranging the song structure
 - v. Customizing the drum kit
 - vi. Tuning individual kit pieces vii. Working with electronic drummers
 - viii. Customizing drum machines
 - ix. Converting drummer regions to MIDI regions

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